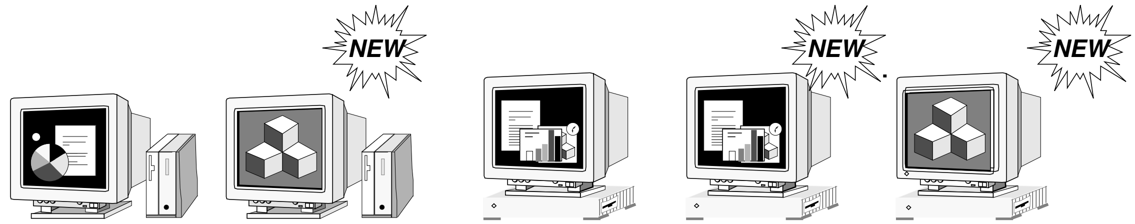
Sun Microsystems Computer Corporation's

Accelerated Graphics Family

Product Data

July 1993



Product Name	SPARCstation LX	SPARCstation ZX	SPARCstation 10GX	SPARCstation 10TurboGXplus	SPARCstation 10ZX
Introduction Date	Nov. 1992	July 1993	May 1992	July 1993	July 1993
Packaging type	Desktop	Desktop	Desktop	Desktop	Desktop
Memory(MB)[1]	16-96 MB	16-96 MB	32-512 MB	32-512 MB	32-512 MB
Disk Capacity Base *Max.*	424 MB 22 GB	1 GB 22 GB	424 MB 41 GB	1 GB 41 GB	1 GB 41 GB
Color monitors supported	16 in., 19 in.	19 in.	16 in., 19 in.	19 in.	19 in.
Resolution/ Visual Capabilities	1152 x 900 1280 x 1024[5] 1600 x 1280[5]	1152 x 900 1280 x 1024 NTSC PAL Stereo (960 x 680 @112Hz)	1152 x 900	1024 x 768 1152 x 900 1280 x 1024 1600 x 1280	1152 x 900 1280 x 1024 NTSC PAL Stereo (960 x 680 @112Hz)
Color Planes	8-bit	24-bit	8-bit	8-bit	24-bit
Double Buffer	8-bit[5]	24-bit	4-bit	8-bit	24-bit
Z-Buffer	-	24-bit	-	-	24-bit
2-D vectors/sec[2]	480,000		480,000	1,160,000	
3-D vectors/sec[3]	345,000	750,000	345,000	440,000	750,000
3-D T mesh[4]	-	275,000	-	-	290,000
Special Features	Accelerated text, windows and 2-D vectors	Gouraud shading Line anti-aliasing Per-pixel depth-cueing Alpha blending Screen door transparency Dynamically tessellated NURBS Stereo (incl.monitor)	Accelerated text, windows and 2D vectors	Accelerated text, windows and 2D vectors High resolution Double buffering	Gouraud shading Line anti-aliasing Per-pixel depth-cueing Alpha blending Screen door transparency Dynamically tessellated NURBS Stereo (incl. monitor)
Graphics software interfaces	SunPHIGS, XGL, DXlib, Xlib, PEX and PEXlib				
Window systems	X Windows				
Base Graphics Configuration	16 MB 16 in. color 424 MB disk	32 MB 19 in. color 1 GB disk	32 MB 16in. color 424 GB disk	32 MB 19 in. color 1 GB disk	32 MB 19 in. color 1 GB disk
Base Price [6] *(system)*	$11,600	$29,000	$23,200 SPARCstation 10/30LC	$33,000 SPARCstation 10/40	$41,700 SPARCstation 10/40

1) SPARCstation 10 Models 51, 512 and 54 have base memory configurations of 64 MB. 2) 2-D vector performance are x11performance numbers for 10 pixel lines. 3) 3-D vectors are 10 pixels long, randomly oriented, transformed and clipped through XGL. 4) 50 pixel triangle mesh, unlighted, gouraud shaded through XGL. 5) with optional 1MB VRAM SIMM. 6) Canadian list price.